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In the Claims

Please cancel claims 1-23 and 31-54 without prejudice.

Please add claims 59-69.

Claims 24-30 and 55-69 remain in the application for consideration and are listed below:

1.-23. (Canceled).

24. (Original) A multi-media project editing architecture comprising:

a software-implemented matrix switch having multiple input pins and multiple output pins, the multiple input pins being routable to the multiple output pins, the switch being configured to provide a data stream that represents a multi-media project;

a data structure associated with the matrix switch and configured for use in programming the matrix switch to provide a routing scheme for routing input pins to output pins;

one or more first objects associated with the matrix switch, the one or more first objects supporting only static properties associated with rendering of a multi-media project;

one or more second objects associated with the one or more first objects and configured to call the one or more first objects to effect one or more property value changes on the one or more first objects in a manner that makes the one or more first objects appear as if they support dynamic properties.

25. **(Original)** The multi-media project editing architecture of claim 24 further comprising one or more data structures associated with the one or more second objects, individual data structures containing data that is to be used by the one or more second objects to effect a property value change.

26. **(Original)** The multi-media project editing architecture of claim 25, wherein the one or more data structures comprise an array of one or more sets of data structures, each set of data structures being associated with a property whose values is to be changed and containing property data that is to be used to change property values.

27. **(Original)** The multi-media project editing architecture of claim 26, wherein the property data comprises a property value of a property that is to be changed.

28. **(Original)** The multi-media project editing architecture of claim 26, wherein the property data comprises a time at which a property value is to be changed.

29. **(Original)** The multi-media project editing architecture of claim 26, wherein the property data comprises how a property value is to be changed.

30. **(Original)** The multi-media project editing architecture of claim 26, wherein the property data comprises a property value of a property that is to be

changed, a time at which a property value is to be changed, and how a property value is to be changed.

31.-54. (Canceled).

55. (Original) A multi-media system comprising:

an application program configured to enable a user to define a multi-media project in which multiple digital source streams can be combined;

a software-implemented matrix switch having multiple input pins and multiple output pins, the input pins being individually associated with inputs that can compete, during a common time period, for a particular output pin that is associated with the matrix switch, the switch being configured to receive, at its input pins, digital source streams;

a first data structure associated with the matrix switch and configured for use in programming the matrix switch to provide a routing scheme for routing input pins to output pins such that at any given time, only one input pin is routed to the particular output pin;

a second data structure associated with and different from the first data structure, the second data structure representing a user-defined multi-media project and being configured so that the first data structure can be derived therefrom;

one or more first objects associated with the matrix switch, the one or more first objects supporting only static properties associated with rendering of a multi-media project; and

one or more second objects associated with the one or more first objects and configured to call the one or more first objects to effect one or more property

value changes on the one or more first objects in a manner that makes the one or more first objects appear as if they support dynamic properties.

56. (Original) The multi-media system of claim 55 further comprising one or more data structures associated with the programmable object(s), individual data structures containing data that is to be used by the programmable object(s) to effect a property value change.

57. (Original) The multi-media system of claim 56, wherein the one or more data structures comprise an array of one or more sets of data structures, each set of data structures being associated with a property value that is to be changed and containing property data that is to be used to change that property value.

58. (Original) The multi-media system of claim 56, wherein the one or more data structures comprise an array of one or more sets of data structures, each set of data structures being associated with a property whose value is to be changed and containing property data that is to be used to change that property value, the property data comprising: a property value that is to be changed, a time at which the property value is to be changed, and a manner in which the property value is to be changed.

59. (New) A method of providing a multi-media project editing architecture comprising:

providing a software-implemented matrix switch having multiple input pins and multiple output pins, the multiple input pins being routable to the multiple

output pins, the switch being configured to provide a data stream that represents a multi-media project;

providing a data structure associated with the matrix switch and configured for use in programming the matrix switch to provide a routing scheme for routing input pins to output pins;

providing one or more first objects associated with the matrix switch, the one or more first objects supporting only static properties associated with rendering of a multi-media project; and

providing one or more second objects associated with the one or more first objects and configured to call the one or more first objects to effect one or more property value changes on the one or more first objects in a manner that makes the one or more first objects appear as if they support dynamic properties.

60. **(New)** The method of claim 59 further comprising providing one or more data structures associated with the one or more second objects, individual data structures containing data that is to be used by the one or more second objects to effect a property value change.

61. **(New)** The method of claim 60, wherein the providing of the one or more data structures comprise providing an array of one or more sets of data structures, each set of data structures being associated with a property whose values is to be changed and containing property data that is to be used to change property values.

62. **(New)** The method of claim 61, wherein the property data comprises a property value of a property that is to be changed.

63. **(New)** The method of claim 61, wherein the property data comprises a time at which a property value is to be changed.

64. **(New)** The method of claim 61, wherein the property data comprises how a property value is to be changed.

65. **(New)** The method of claim 61, wherein the property data comprises a property value of a property that is to be changed, a time at which a property value is to be changed, and how a property value is to be changed.

66. **(New)** A method of providing a multi-media system comprising:

providing an application program configured to enable a user to define a multi-media project in which multiple digital source streams can be combined;

providing a software-implemented matrix switch having multiple input pins and multiple output pins, the input pins being individually associated with inputs that can compete, during a common time period, for a particular output pin that is associated with the matrix switch, the switch being configured to receive, at its input pins, digital source streams;

providing a first data structure associated with the matrix switch and configured for use in programming the matrix switch to provide a routing scheme for routing input pins to output pins such that at any given time, only one input pin is routed to the particular output pin;

providing a second data structure associated with and different from the first data structure, the second data structure representing a user-defined multi-media project and being configured so that the first data structure can be derived therefrom;

providing one or more first objects associated with the matrix switch, the one or more first objects supporting only static properties associated with rendering of a multi-media project; and

providing one or more second objects associated with the one or more first objects and configured to call the one or more first objects to effect one or more property value changes on the one or more first objects in a manner that makes the one or more first objects appear as if they support dynamic properties.

67. **(New)** The method of claim 66 further comprising providing one or more data structures associated with the programmable object(s), individual data structures containing data that is to be used by the programmable object(s) to effect a property value change.

68. **(New)** The method of claim 67, wherein the providing one or more data structures comprises providing an array of one or more sets of data structures, each set of data structures being associated with a property value that is to be changed and containing property data that is to be used to change that property value.

69. **(New)** The method of claim 67, wherein the providing one or more data structures comprises providing an array of one or more sets of data structures,

each set of data structures being associated with a property whose value is to be changed and containing property data that is to be used to change that property value, the property data comprising: a property value that is to be changed, a time at which the property value is to be changed, and a manner in which the property value is to be changed.